324303

December–2023

B.Sc. (Animation and Multimedia) IIIrd SEMESTER

Traditional Animation III (BSC-AM-19-304)

Time : 3 Hours]   [Max. Marks : 75

Instructions :

1. *It is compulsory to answer all the questions (1.5 marks each) of Part-A in short.*
2. *Answer any four questions from Part-B in detail.*
3. *Different sub-parts of a question are to be attempted adjacent to each other.*

PART–A

1. (a) What is classical animation, and how does it differ from other animation styles? (1.5)
   (b) What is the primary purpose of staging in classical animation? (1.5)
   (c) How can you create effective anticipation in character animation? (1.5)
   (d) What is secondary action in animation? (1.5)
   (e) What is the purpose of the "line of action" in character animation? (1.5)

7. How has the evolution of technology, such as the shift from traditional hand- drawn animation to computer-generated animation, affected the application of staging, anticipation, and secondary action in the world of animation?   (15)

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5. (a) Discuss the concept of "subtext" in animated dialogue. How can subtext be effectively conveyed through a character's lines, expressions, and actions in animation?   (7.5)
   (b) Discuss the relationship between secondary actions and the "follow-through and overlapping action" principle in animation. How do they complement each other to create a more realistic and engaging motion?   (7.5)

6. (a) How does acting for animation differ from acting for live-action films? What unique skills and considerations are required for animated character portrayal, and how can actors adapt to these differences?   (7.5)
   (b) What are some common challenges that animators face when striving for solid drawing, and how can these challenges be overcome? Provide practical tips for improving solid drawing skills in animation and art.   (7.5)

(f) Explain the concept of "squash and stretch" in animation. (1.5)

(g) Define "exaggeration" in animation and its purpose, (1.5)

(h) How do animators create the illusion of movement in classical animation? (1.5)

(i) What role does the background play in classical animation scenes? (1.5)

(j) How is timing and spacing crucial in Classical animation? (1.5)

PART–B

2. (a) How does effective dialogue contribute to character development in animated films, and what are some key elements that make animated dialogue engaging for the audience? (7.5)

   (b) How does the use of camera movements contribute to storytelling in animation? (7.5)

3. (a) What are some fundamental special effects techniques used in animation, and how do these effects enhance the visual storytelling? Provide examples of how effects like motion blur, particle systems, and lighting can be employed in animated sequences. (7.5)

   (b) Explain the principles of solid drawing and how they are applied to create three-dimensional forms in 2D animation. Why is this technique essential for animators and artists? (7.5)

4. How does the biomechanics of walking differ from that of running, and what are the key factors that distinguish these two forms of locomotion? (15)

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